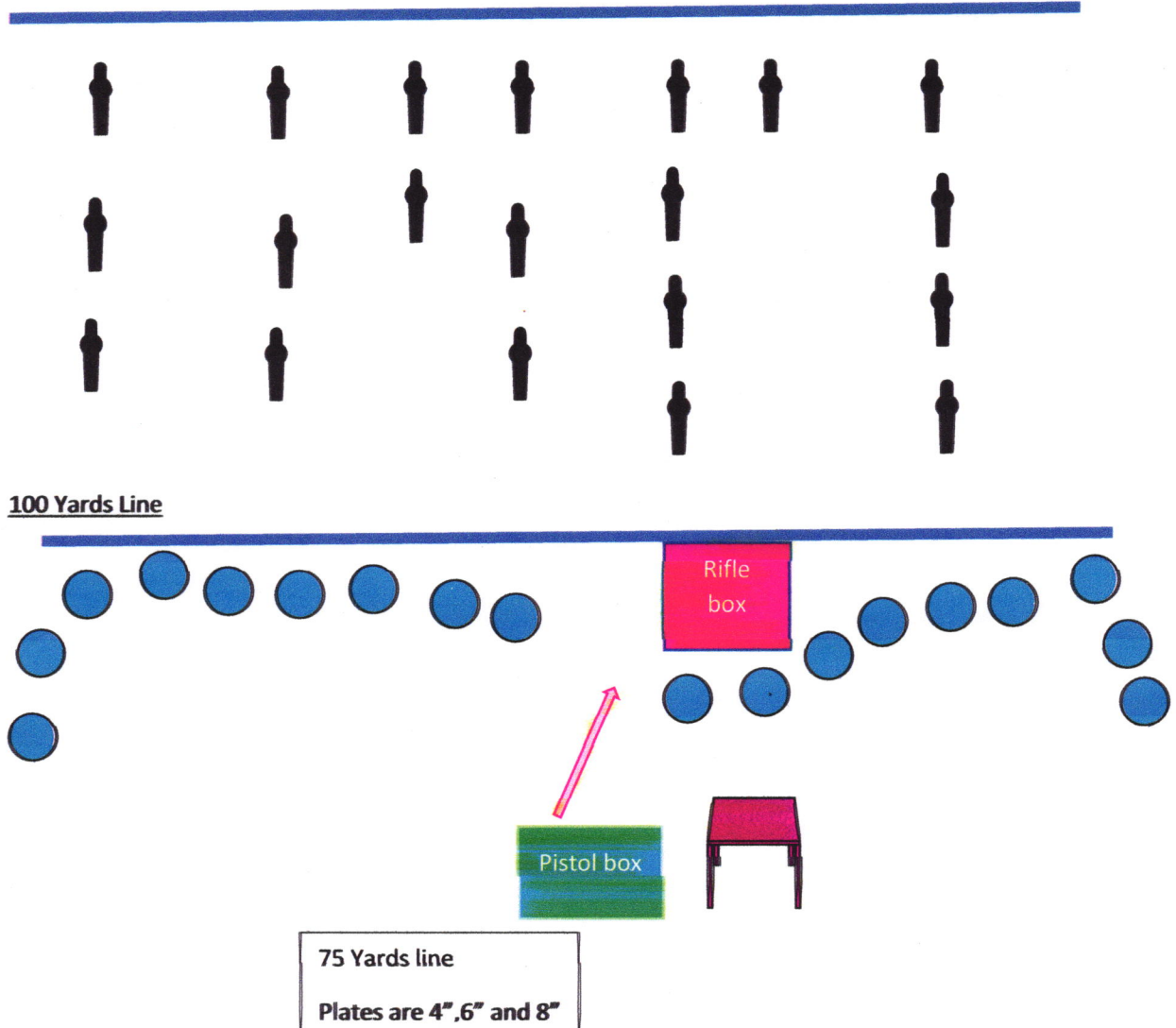
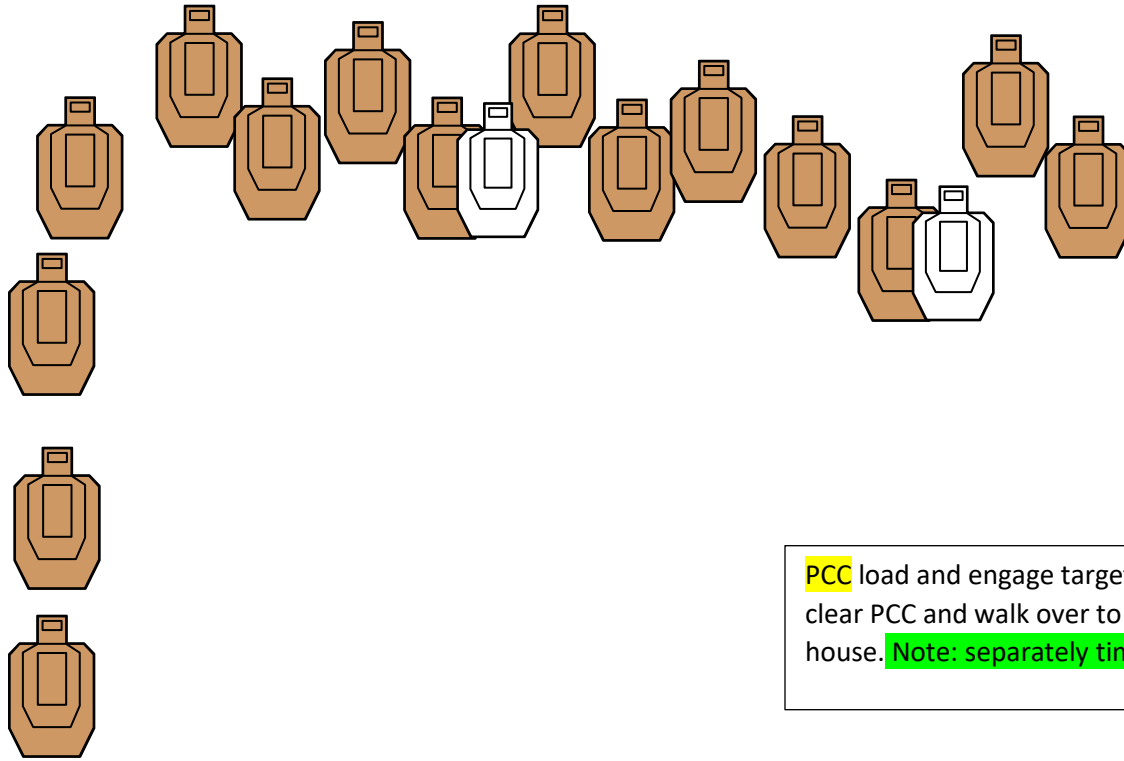


# Range 1

Load pistol and holster then load rifle and sling, On Command the shooter will draw pistol and engage plates at 100-yard line. When finished reholster and move to the rifle box and engage all poppers between the 100 and 200-yard line. The 100-yard berm is used as a rest for the rifle. As per time limit 3:30 minutes. Ties will be broken by time. All steel must be down for score. Any questions, please ask RO. **No Steel core ammo**

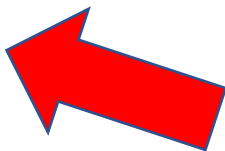


# Range 2



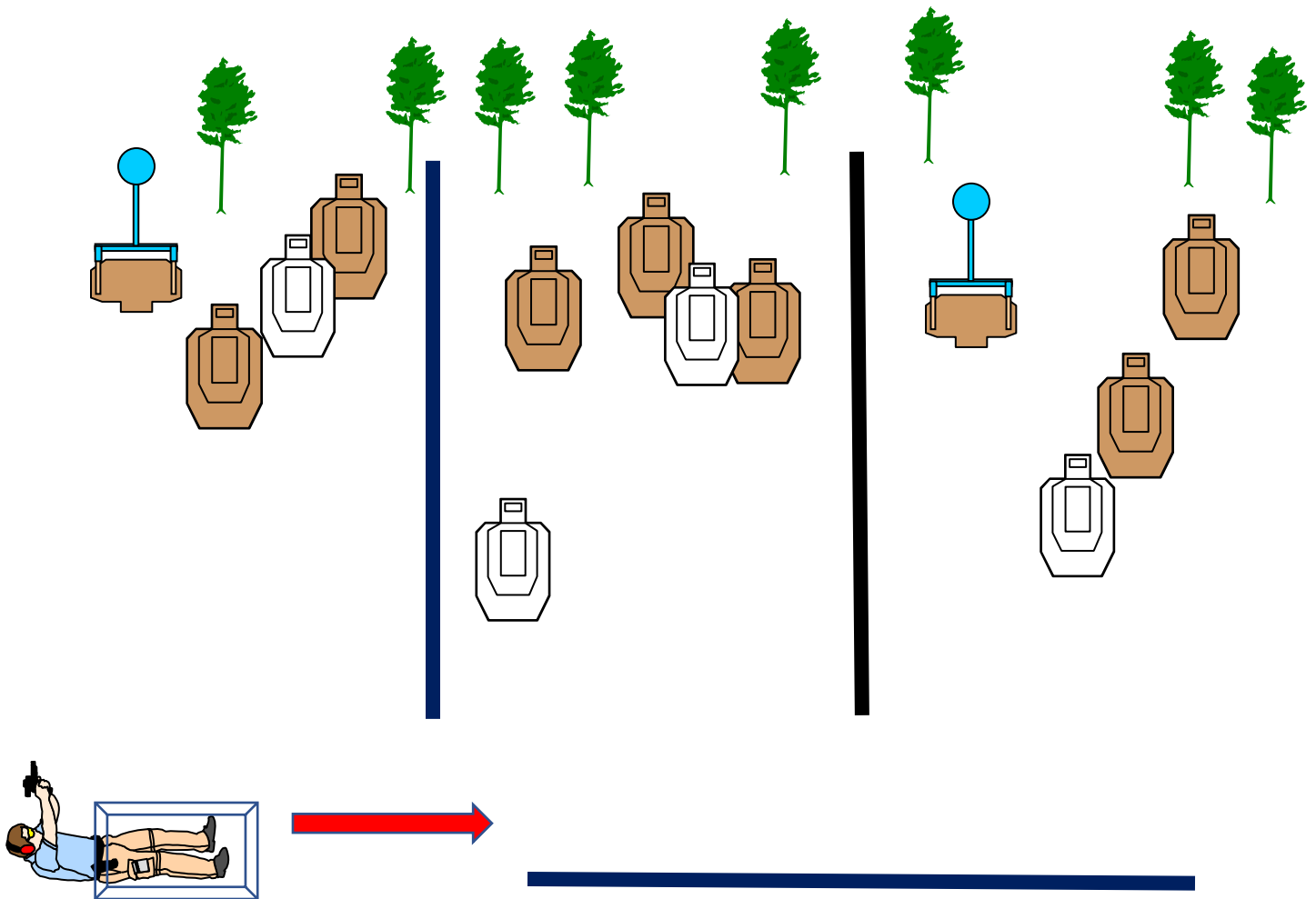
PCC load and engage targets then clear PCC and walk over to Fun house. **Note: separately timed**

Load pistol and holster, then rifle load. Engage IPSC targets from behind barrels. Then clear rifle and ground on brown table. **30 rounds minimum**  
**Note: separately timed**



Proceed to Fun House





Start in Shooters box engage three targets then move through doorway on right then engage targets in first room then move to second room. PCC load and make ready. This is separately timed. **20 rounds minimum**

Note: Can compete rifle pistol and PCC.